FIG.1

SOFTWEAR STRUCTURE

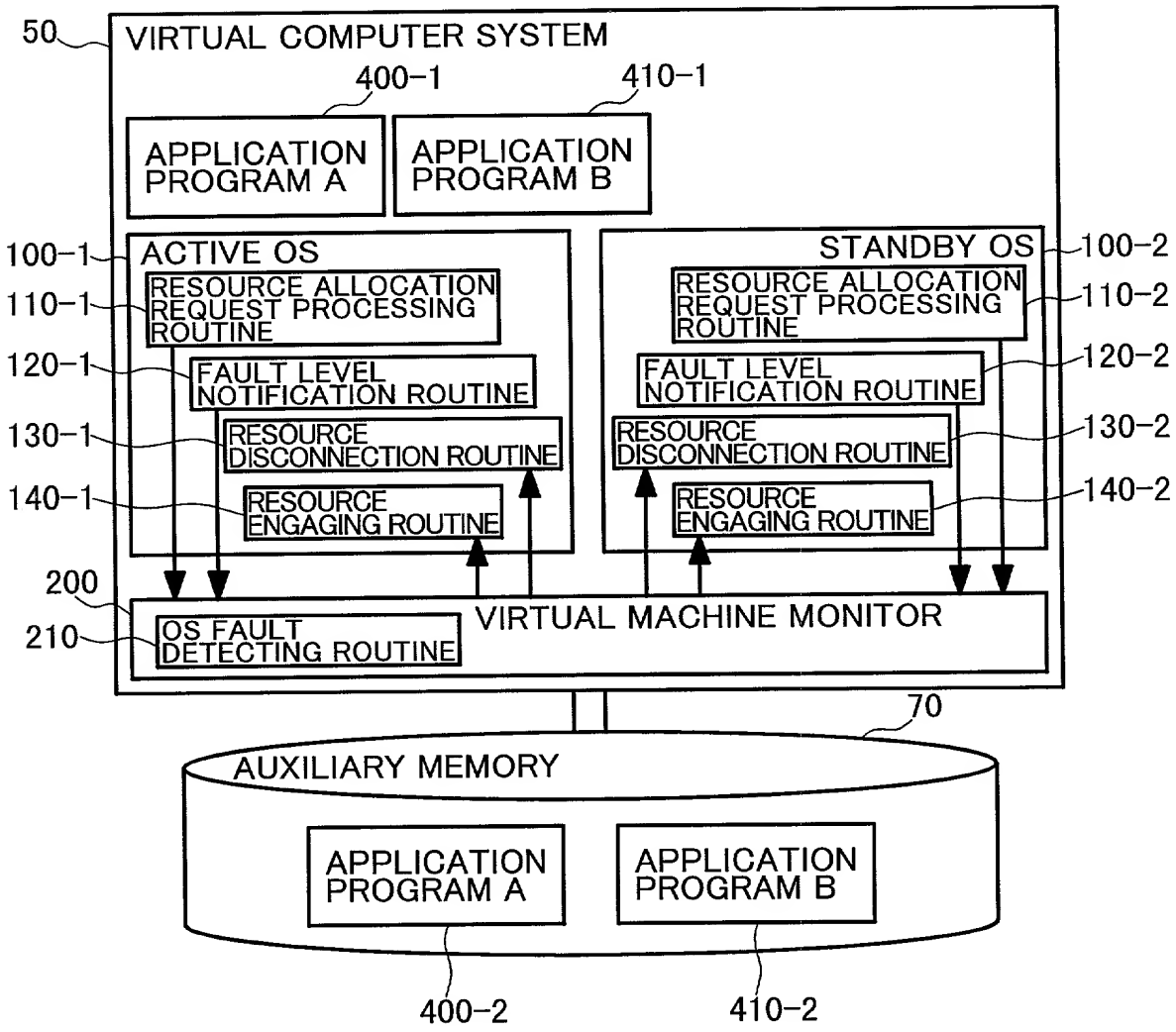


FIG.2

HARDWEAR STRUCTURE

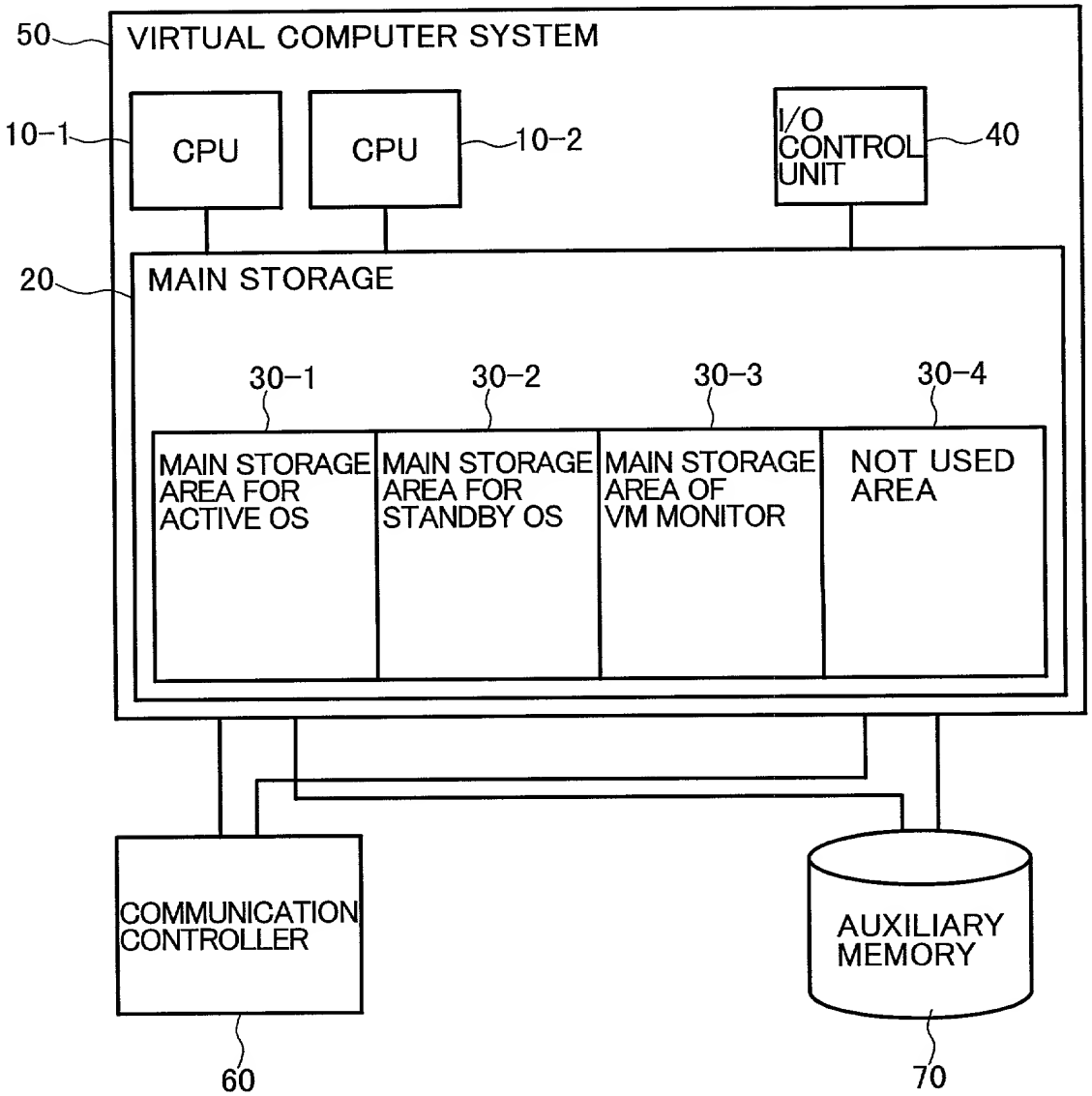


FIG.3

SYSTEM STRUCTURE AT ACTIVE OS EXECUTION

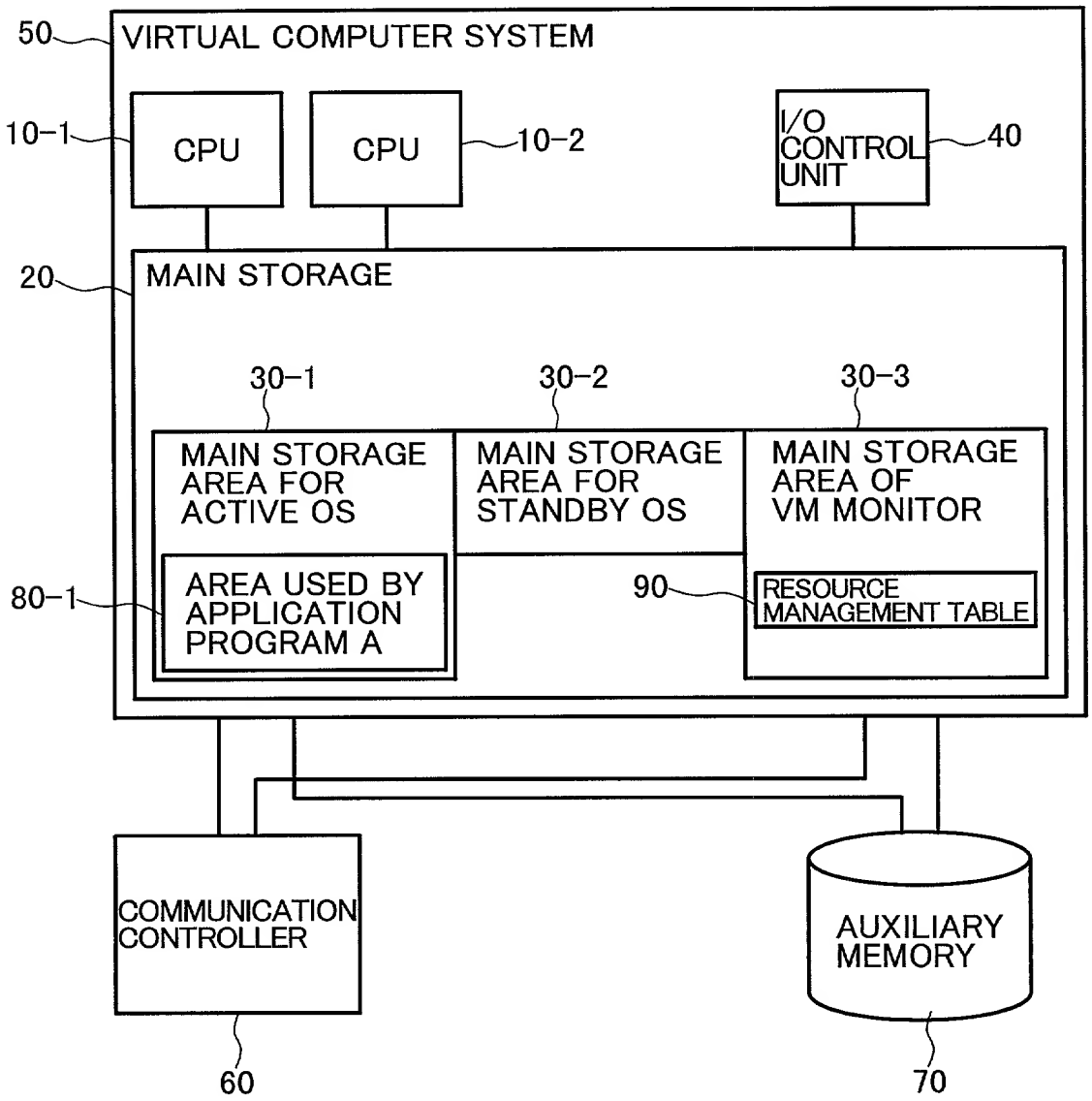


FIG.4

CONTENTS OF RESOURCE MANAGEMENT TABLE

STATE A

	AREA NAME	USED SIZE	OWNER	TARGET SYSTEM TO CHANGE IN ABNORMAL STATUS
91-1	AREA USED BY ACTIVE OS	160MB	ACTIVE OS	ACTIVE OS
91-2	AREA USED BY STANDBY OS	32MB	STANDBY OS	STANDBY OS
91-3	AREA USED BY VM MONITOR	32MB	MONITOR	MONITOR
91-n	NOT USED AREA	32MB	MONITOR	MONITOR

STATE B

	AREA NAME	USED SIZE	OWNER	TARGET SYSTEM TO CHANGE IN ABNORMAL STATUS
91-1	AREA USED BY ACTIVE OS	32MB	ACTIVE OS	ACTIVE OS
91-2	AREA USED BY STANDBY OS	32MB	STANDBY OS	STANDBY OS
91-3	AREA USED BY VM MONITOR	32MB	MONITOR	MONITOR
91-4	AREA USED BY APPLICATION PROGRAM A	128MB	ACTIVE OS	STANDBY OS
91-n	NOT USED AREA	32MB	MONITOR	MONITOR

STATE C

	AREA NAME	USED SIZE	OWNER	TARGET SYSTEM TO CHANGE IN ABNORMAL STATUS
91-1	AREA USED BY ACTIVE OS	32MB	ACTIVE OS	ACTIVE OS
91-2	AREA USED BY STANDBY OS	32MB	STANDBY OS	STANDBY OS
91-3	AREA USED BY VM MONITOR	32MB	MONITOR	MONITOR
91-4	AREA USED BY APPLICATION PROGRAM A	128MB	ACTIVE OS	STANDBY OS
91-5	AREA USED BY APPLICATION PROGRAM B	32MB	ACTIVE OS	MONITOR
91-n	NOT USED AREA	0MB	MONITOR	MONITOR

FIG.5

PROCESS FLOW IN ABNORMAL STATUS OF ACTIVE OS

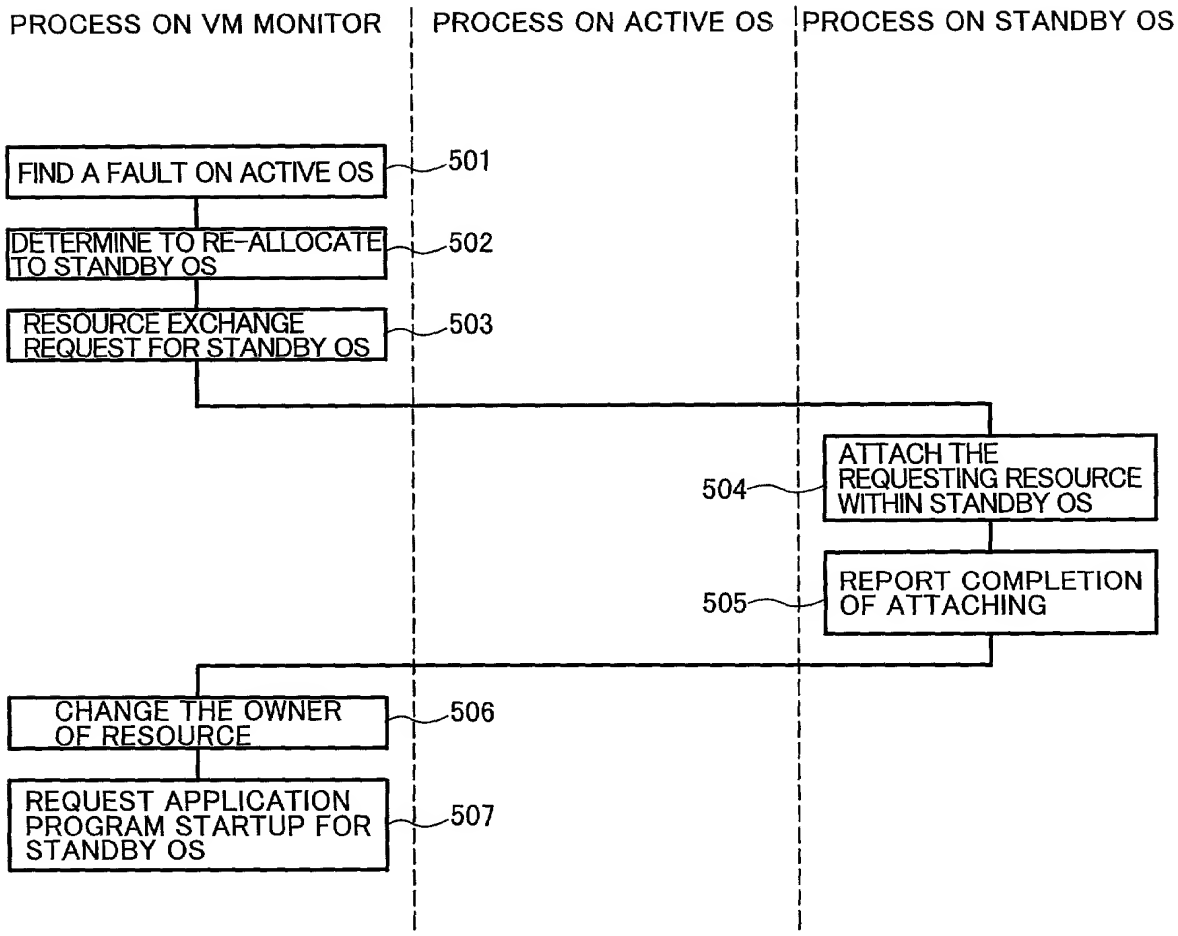
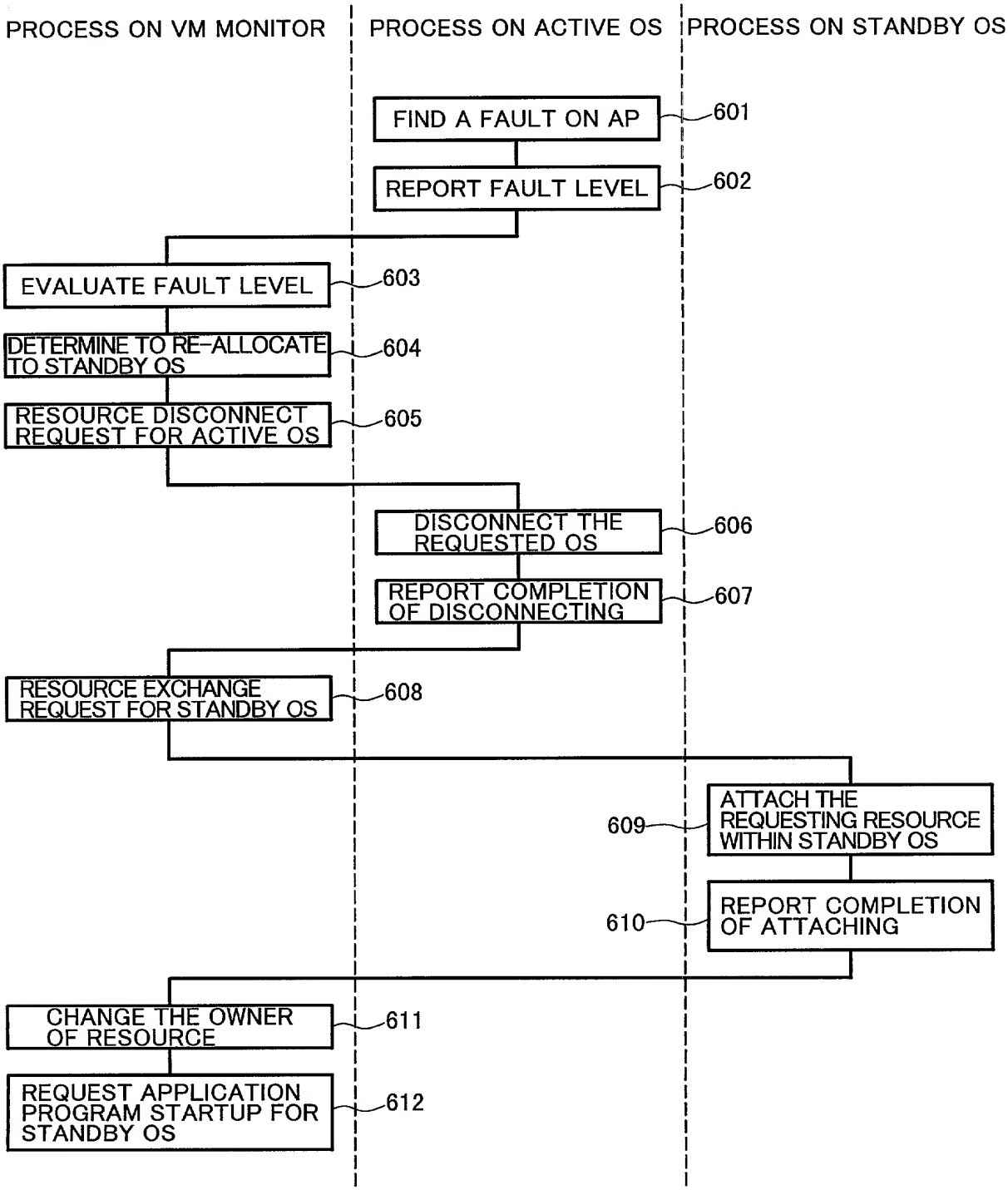


FIG.6

PROCESS FLOW IN ABNORMAL STATUS OF APPLICATION PROGRAM